Machine earning for Desici Lecture 3 Machine Learning for Images. Part 1

A bit more on regression and classification And your very first contact with (deep) neural networks

Linear Regression

















Finding the best parameter values

Training the model

- Gradient Descent:
 an algorithm to find
 the minimum point of
 a function
- Hyperparameters:
 parameters of the
 Gradient Descent
 - *Learning Rate*:
 speed of descent
 - *Epochs*: max
 number of steps







Classification

































Cost = **a** + **b** Size

















Fully connected Neural Network



Hyperparameters

- Learning rate
- Number of epochs
- Architecture
 - #layers, #nodes, activation functions
- Batch vs. mini-batch vs. stochastic gradient descent
- Regularization parameters:
 - Dropout probability p

Classifying into multiple classes - *Softmax* **function**





- Return a probability for each class
 - example C1= ADMITTED, C2 = NOT ADMITTED, C3 = NEW TEST
 - p(C1) = 0.37, p(C2) = 0,21, p(C3) = 0,42
- We use the *Softmax* activation function for the output layer

Tensorflow Playground

Tinker With a **Neural Network** Right Here in Your Browser. Don't Worry, You Can't Break It. We Promise.



Learning and Images



152 174 169 150 152 151 172 161 155 156 187 167 153 174 168 150 152 151 172 161 155 182 163 74 75 62 33 17 This is what a computer "sees" 75 62 33 17 110 210 180 154 180 180 50 14 34 6 10 33 187 196 236 75 1 81 47 0 6 217 255 211 187 196 236 75 1 81 47 0 6 217 255 211 187 196 236 75 1 81 47 0 6 217 255 211 187 196 236 75 1 81 47 0 6 217 255 211 187 196 236 75 1 81 47 0 6 217 255 211 180 180 50 14 34 6 10 33 48 106 150 181 180 180 50 14 34 6 10 33 48 106 150 181 180 180 50 14 34 6 10 33 48 106 150 181 180 180 50 14 34 6 10 33 48 106 150 181 190 214 173 66 109 143 96 50 2 109 249 210 190 249 210 187 196 236 75 1 81 47 0 6 217 255 211 187 196 236 75 1 81 47 0 6 217 255 211 187 196 236 75 1 81 47 0 6 217 255 211 187 196 236 75 1 81 47 0 6 217 255 211 187 196 236 75 1 81 47 0 6 217 255 211 180 180 50 14 34 6 10 33 48 106 150 181 180 180 50 14 34 6 10 33 48 106 150 181 180 180 50 14 34 6 10 33 48 106 150 181 180 180 50 14 34 6 10 33 48 106 150 181

Images



- Each pixel in an image is a *feature*
 - numerical
 - 0 or 1 for *Black and White*
 - Between 0 and
 255 for *greyscale*
 - 16M values for *RGB*
- Dimensionality $\rightarrow n x$ m

Computer Vision

Building algorithms that can "understand" the content of images and use it for other applications

- It is a "Strong Al" problem
 - signal-to-symbol conversion
 - The semantic gap

A general-purpose vision system **requires**

- Flexible, robust visual representation
- Updated and maintained
- Reasoning
- Interfacing with attention goals, and plans

What specific tasks can we train a CV system to perform?











Project Sunroof

Predictions:

- Type of environment: outdoor
- Scene categories: skyscraper (0.704), downtown (0.211)
- Scene attributes: man-made, vertical components, open area, natural light, clouds, no horizon, metal, glass, sunny
- Informative region for predicting the category *skyscraper* is:

rocky coast

sunny coast

Stereolabs ZED Camera

3D Object Detection

<u>Body tracking</u>

Positional tracking

Are these images of the same person? (Image / Face Similarity)

Bonus if you guess the movie!

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Credits

<u>CMU Computer Vision</u> course -Matthew O'Toole.

Grokking Machine Learning. Luis G. Serrano. Manning, 2021